

BLANDERHOBB

"Many people wrongly believe that the construction of the wooden components of the targe, or round shield in layman's terms, is somewhat akin to barrel making, yet they couldn't be more wrong! In truth the construction is closer to that of the laminate bowmaking skills employed by shipwrights. Of course, it's not precisely the same, the use of glue, parchment and fabric is favoured to add strength without sacrificing weight. Now, there's two primary schools of thought about the best choice of glue..."

- Eric, Blanderhobb and shield enthusiast.

Quote truncated for brevity and sanity.

Occasionally, when the ritual necessary to create a banderhobb is performed, it does not go as planned. Either the ritual is missing a vital component, it's incomplete or one of a number of other factors has resulted in the shadow part of the ritual not binding properly, leaving a very material, very bland and diminished remnant of failure.

When this remnant is not destroyed straight away, whatever magical creature or mage that created it will often attempt to find some use for the blanderhobb. Retaining much of the strength and durability of the banderhobb, there are some roles which suit it very well. So long as no-one else needs to work with it, this can sometimes work out fine. The problem is that they retain an ability to speak, and it's deathly boring to listen to them.

A side effect of the failed binding ritual is that the blanderhobb attaches itself to a certain topic, becoming extremely knowledgeable in the process. This usually works as a substitute, but it becomes their sole focus, turning any conversation or even situation into an opportunity to talk about their favourite subject.

Understandably, this often leaves them with few people with the strength of will to withstand this conversation on a regular basis.

The blanderhobb, in stark contrast to the banderhobb, takes great pride in its appearance and will often be dressed rather well, taking every opportunity to maintain its cleanliness and hygiene.

Legendary Self Belief. The blanderhobb is possibly the only creature that doesn't find itself boring.

Specialist Subject. The blanderhobb is defined by its knowledge of one particular subject. Usually this will not affect its stats, however if its specialist subject is languages, change this to All. While a blanderhobb may be impressed by the knowledge of a creature that successfully corrects them, it will never forgive the creature and will remember the occasion.

BLANDERHOBB

Medium monstrosity, lawful neutral

Armor Class 11

Hit Points 85 (9d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	17 (+3)	8 (-1)	5 (-3)

Skills Athletics +5, Stealth +3

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 9

Languages Common and the languages of its creator

Challenge 2 (450 XP)

Specialist Subject. The blanderhobb automatically passes any Intelligence skill check concerning knowledge of its specialist subject.

Nondescript Presence. While in dim light, darkness, or a crowd, the blanderhobb can take the Hide action as a bonus action.

Actions

Cane. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Actually... The blanderhobb speaks in a monotonous tone about its specialist subject. Each creature within 30 feet of the blanderhobb that can hear and understand the blanderhobb must succeed on a DC 13 Wisdom saving throw or subtract 2 (1d4) from its next attack roll or saving throw.



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